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**Game for gaming machine**

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PATENTS

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AUSTRALIA  
*Patents Act 1990*

PATENT REQUEST: STANDARD PATENT

We, ARISTOCRAT LEISURE INDUSTRIES PTY LTD being the person(s) identified below as the Applicant, request the grant of a standard patent to the person identified below as the Nominated Person, for an invention described in the accompanying complete specification.

Full application details follow.

Applicant and Nominated Person & Address:	ARISTOCRAT LEISURE INDUSTRIES PTY LTD, A.C.N. 001 660 715 of 85-113 Dunning Avenue, Rosebery, New South Wales, 2018, Australia
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ASSOCIATED PROVISIONAL APPLICATIONS DETAILS

PO3760 dated 20 November 1996

Drawing number recommended to accompany the abstract: Fig 3

Dated this thirteenth day of November 1997

ARISTOCRAT LEISURE INDUSTRIES  
PTY LTD

By:

  
PAUL WHENMAN

Registered Patent Attorney

JMD/jel/k12

5081034 13 NOV 1997

**NOTICE OF ENTITLEMENT**  
(To be filed before acceptance)

I, HAROLD MARK HASTINGS AINSWORTH

being authorised by ARISTOCRAT LEISURE INDUSTRIES PTY LTD of 85-113 Dunning Avenue, Rosebery, New South Wales, 2018, the applicant in respect of an application for a patent for an invention entitled

"game for gaming machine"

filed under Australian Application No \_\_\_\_\_, state the following:-

The person nominated for the grant of the patent has, for the following reasons, gained entitlement from the actual inventor(s):-

The nominated person would, on the grant of a patent for the invention, be entitled to have the patent assigned to the nominated person.

The person nominated for the grant of the patent is the applicant of the provisional application listed on the Patent Request Form.

The person nominated for the grant of the patent is entitled to make a request under Section 113 of the Act in relation to the provisional applications listed on the Patent Request Form.

Signed: [Signature] Date: 10th Nov 97

Status: DIRECTOR



AU9745197

(12) PATENT ABSTRACT (11) Document No. AU-A-45197/97  
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(54) Title  
GAME FOR GAMING MACHINE

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(57)

A gaming machine having display means, and game control means arranged to control images displayed on the display means is disclosed in which the game control means are arranged to play a card game in which a single hand is randomly chosen from a deck of cards and the chosen hand is displayed on the display means. The card game, which is typically poker, includes a draw feature in which the player selects the cards which the player wishes to keep in the chosen hand discarding the rest, the machine dealing new cards to replace the discarded cards, with the resultant hand being compared with predetermined winning hands to determine if the game is a winning game, and if the hand is a winning hand, the machine pays a prize. The game's characterising feature is that once a hand has been randomly chosen and the player has discarded the cards which the player does not wish to keep, the machine is arranged to allow multiple draws of new cards in combination with the same cards kept in the chosen hand to create a plurality of resultant hands for comparison with the predetermined winning hands.

**AUSTRALIA**  
**Patents Act 1990**

**ARISTOCRAT LEISURE INDUSTRIES PTY LTD**

**ORIGINAL**

**COMPLETE SPECIFICATION  
STANDARD PATENT**

*Invention Title:*

*Game for a Gaming Machine*

The following statement is a full description of this invention  
including the best method of performing it known to us:-

### Background of the Invention

The present invention relates to slot machines also known as gaming machines. In particular, the invention provides a game to be played on such a machine.

### 5 Description of the prior art

Players who regularly play gaming machines, quickly tire of particular games and it is therefore necessary for manufacturers of gaming machines to come up with either innovative game features that add interest to the games provided on such machines, or provide new games in order to  
10 keep the players amused and willing to continue playing gaming machines.

Recently, the gaming machine market has experienced considerable growth and there is intense competition between manufacturers of gaming machines to supply the various existing and new venues. Clearly the revenue raised by an operator of a particular venue depends on the amount of  
15 money wagered. The amount of money wagered on a particular machine is related to the popularity of the machine. Thus when selecting a supplier of gaming machines, the operator of venue often pays close attention to the popularity of the various games with their patrons.

Therefore, gaming machine manufacturers are keen to devise games  
20 which are popular with players, as a mechanism for improving sales.

In particular, manufacturers regularly devise new games or game features which have not previously been seen on slot machines, in order to stimulate renewal of player interest.

It is an object of the present invention to alleviate the disadvantages  
25 of the prior art discussed above and to provide an improved game for a gaming machine.

### Summary of the Invention

The present invention consists in a gaming machine having a display means, and game control means arranged to control images displayed on the  
30 display means, the game control means being arranged to play a game in which a first plurality of indicia are randomly selected and wherein those first randomly selected indicia are displayed on the display means and compared with winning combinations and, if a winning combination occurs, the machine may pay a prize, the game including a feature in which the  
35 player may request additional indicia also selected at random, the additional indicia being combined with the first randomly selected indicia and if the

resultant combination is a winning combination the machine pays a prize, the game being characterised in that once the first randomly selected indicia have been selected, the machine is arranged to allow multiple selections of new indicia in combination with some or all of the first randomly selected  
5 indicia to create a plurality of resultant groups of indicia for comparison with the predetermined winning combinations.

It is preferred that the player is allowed between two and five selections of additional indicia to create between two and five resultant groups and the resultant groups are displayed in a multi-line display, one  
10 above the other on the display means.

The game may be applied to traditional poker or fruit machines and may also be applied to any game where a player may request more cards symbols balls etc including games such as keno and pachinko.

The game is particularly suited to card games thus in a preferred  
15 aspect of the present invention there is a gaming machine having display means, and game control means arranged to control images displayed on the display means, the game control means being arranged to play a card game in which a single hand is randomly chosen from a deck of cards, the chosen hand being displayed on the display means, the game including a draw  
20 feature in which the player may select the cards which the player wishes to keep in the chosen hand discarding the rest, the machine dealing new cards to replace the discarded cards, the resultant hand being compared with predetermined winning hands to determine if the game is a winning game, and if the hand is a winning hand, the machine pays a prize, the game being  
25 characterised in that once a hand has been randomly chosen and the player has discarded the cards which the player does not wish to keep, the machine is arranged to allow multiple draws of new cards in combination with the same cards kept in the chosen hand to create a plurality of resultant hands for comparison with the predetermined winning hands.

Thus the present invention provides a card game having a multi-line  
30 aspect to increase player interest and which, by providing the player with several chances of replacing discarded cards, provides an apparent improvement in the players chances of winning.

Multiple draws may occur with each hand drawn, or may occur  
35 randomly, or in dependence on the occurrence of a particular cue.

In the preferred embodiment the hands are poker hands. The player may be allowed any number of additional draws to the same kept cards although the preferred number of allowed additional draws is two to five.

The hands may be simultaneously displayed in a multi-line display one above the other on the screen.

#### **Brief Description of the Drawings**

A specific embodiment of the invention will now be described by way of example only and with reference to the accompanying drawing in which:-

Figure 1 illustrates a touch screen slot machine incorporating the present invention;

Figure 2 illustrates a display for a game embodying the present invention;

Figure 3 illustrates a further display for a game embodying the present invention;

Figure 4 illustrates an alternative display for a game embodying the present invention; and

Figure 5 is a schematic diagram of a gaming machine control circuit.

#### **Detailed Description of Preferred Embodiments**

In the following detailed description the methodology of the embodiments will be described and it is to be understood that it is within the capabilities of the non-inventive worker in the art to introduce the methodology on any standard microprocessor based gaming machine by means of appropriate programming.

In slot machines of the spinning reel type, and video machines which simulate spinning reels, it is known to provide multi-line displays with the possibility of players wagering on the outcome of one or more lines of the display. However, such arrangements have not previously been provided on draw poker machines which typically "deal" the player a single poker hand in each game.

The present invention provides novel arrangements for sequential or simultaneous wagering on several hands dealt in one game played on a gaming machine. This is achieved in the present invention by allowing a player multiple parallel draws to replace cards discarded from a randomly chosen hand.



Referring to Figure 1, the illustrated embodiment of the invention is housed in a conventional slot machine cabinet 10 including a game display means 11, prize display 12, a coin entry slot 13, a payout tray 14 and internally mounted game processor circuits.

Preferably, the game display means 11 comprises a video display screen controlled to display images of the cards dealt in each hand. The video screen is preferably of the touch sensitive variety, having an array of touch sensitive areas located on its display surface. Player controls are implemented by displaying images corresponding to controls on the screen such that when the control images are touched, the associated function is caused to be performed.

One such control is a play "button" 20 which, when touched, causes a game to be initiated. The play button is shown in Figure 2 which illustrates a first screen layout for an embodiment of the invention.

Figure 2 also shows buttons 22, 24, 26, 28, and 30 which enable bets of 1 to 5 credits to be placed on the hand. Once the player has selected his bet the player touches the gamble button 20 and which causes a hand to be dealt. When the gamble button is touched the dealt cards of the hand are displayed on the screen in locations 40a, b, c, d, and e.

The cards are then touched by the player to indicate to the game controller the identity of the cards to be held. The display will give an indication of which cards are being held.

The player then presses the gamble button once more to initiate the second stage of the game. In that second stage additional draws of cards to replace the discarded cards are made in sequence. The number of additional draws corresponds to the initial bet of 1 to 5. Each hand resulting from the retained cards and the additional draw is compared with the predetermined winning hands to see if a prize is to be credited to the player.

For example, a player wagers an initial bet of 3 credits (buying three draws) by pressing button 26, then pressing the gamble button 20. A hand comprising an Ace (A), King (K), Queen (Q), a two (2), and a five (5) is drawn initially by player. The player holds A, K, Q, discarding the rest. Two additional cards are dealt in sequence three times corresponding to the bet of 3 credits. The first additional draw might be a King and a Queen, which gives the player two pairs (two kings and two queens) and which wins a prize. In the next draw a seven (7) and a King (K) are drawn which wins

nothing. The final draw provides two Aces which gives the player three Aces which also wins a prize.

5 The extra draws may be drawn in sequence from the same pack of 52 cards (54, if jokers are included in the deck). Depending on the game, the player may or may not be given the option of retaining some of the cards from the additional draws in his hand. Each additional draw is independent of the previous draw, apart from the fact that it is drawn from the same deck of cards. In an alternative embodiment, each additional draw may be made from a different pack.

10 The display may show each additional draw in sequence on the same single line display. Alternatively, the hands comprising the retained cards from the deal and the additionally drawn cards may be displayed on a multi-line display one line, 40a to 40e, 50a to 50e, 60a to 60e, displayed above the other as shown in Figure 3, which shows the hands resulting from the three draws described above.

15 In an alternative selected embodiment (not illustrated) the player may select the amount bet per deal and the number of draws. In this embodiment the player chooses an amount to wager per deal (W) and selects the number of draws (N). The amount bet is  $W \times N$ . With suitable visual cue buttons 22 to 30 could be used for both selections.

20 Turning now to Figure 4, a screen for another embodiment is shown in which associated with the five card hand there is a sixth card 40f. The sixth card may provide one or more of the following functions:-

- 25 (i) defines a card to be treated as a wild card or joker for that hand;  
 (ii) may be substituted for a card in the player hand to improve that hand;  
 (iii) may define a suit for which a flush in the respective hand will pay a bonus; and  
 (iv) may be a hand or may be part of a hand.

30 Although, for simplicity, the description does not refer to the suit of a card clearly the game may pay prizes for flushes.

In a further alternative embodiment, the additional draws may be free and occur randomly. The "sixth card" may determine whether or not an additional draw occurs.

35 The program to implement the game runs on a standard gaming machine control processor 31 as illustrated schematically in Figure 5. This

processor forms part of a controller 37 which drives the display screen 11 and receives touch input signals from touch sensors 32 as well as receiving coin input pulses from a coin chute mechanism 33 and driving a coin payout mechanism 34.

5        Although the above described embodiment refers to a game of draw poker it will be appreciated that the invention may be applied to any game where more cards, symbols, balls, throws of the dice etc can be requested. Hence the principals of the invention may be applied to keno, traditional slot or fruit machine type poker games, pachinko etc.

10        It will be appreciated by persons skilled in the art that numerous variations and/or modifications may be made to the invention as shown in the specific embodiments without departing from the spirit or scope of the invention as broadly described. The present embodiments are, therefore, to be considered in all respects as illustrative and not restrictive.

## THE CLAIMS DEFINING THE INVENTION ARE AS FOLLOWS:

1. A gaming machine having a display means, and game control means arranged to control images displayed on the display means, the game control means being arranged to play a game in which a first plurality of indicia are randomly selected and wherein those first randomly selected indicia may be displayed on the display means and compared with winning combinations and, if a winning combination occurs, the machine pays a prize, the game including a feature in which the player may request additional indicia also selected at random, the additional indicia being combined with the first randomly selected indicia and if the resultant combination is a winning combination the machine pays a prize, the game being characterised in that once the first randomly selected indicia have been selected, the machine is arranged to allow multiple selections of new indicia in combination with some or all of the first randomly selected indicia to create a plurality of resultant groups of indicia for comparison with the predetermined winning combinations.
2. A gaming machine as claimed in claim 1 wherein the player is allowed between two and five selections of additional indicia to create between two and five resultant groups and the resultant groups are displayed in a multi-line display, one above the other on the display means.
3. A gaming machine as claimed in claim 1 or claim 2 wherein the game played on the machine is keno.
4. A gaming machine as claimed in claim 1 or claim 2 wherein the game played on the machine is pachinko.
5. A gaming machine as claimed in claim 1 or claim 2 wherein the gaming machine is of the traditional poker or fruit machine style displaying a simulation of a series of rotating reels.
6. A gaming machine having display means, and game control means arranged to control images displayed on the display means, the game control means being arranged to play a card game in which a single hand is randomly chosen from a deck of cards, the chosen hand being displayed on the display means, the game including a draw feature in which the player may select the cards which the player wishes to keep in the chosen hand discarding the rest, the machine dealing new cards to replace the discarded cards, the resultant hand being compared with predetermined winning hands to determine if the game is a winning game, and if the hand is a winning

hand, the machine pays a prize, the game being characterised in that once a hand has been randomly chosen and the player has discarded the cards which the player does not wish to keep, the machine is arranged to allow multiple draws of new cards in combination with the same cards kept in the chosen hand to create a plurality of resultant hands for comparison with the predetermined winning hands.

7. A gaming machine as claimed in claim 6 wherein the game played on the machine is draw poker.

8. A gaming machine as claimed in claim 6 or claim 7 wherein the player is allowed between two and five additional draws to create between two and five resultant hands and the resultant hands are displayed in a multi-line display, one above the other on the display means.

9. A gaming machine as claimed in any one of claims 6 to 8 wherein a single deck of cards is used from which all cards are dealt.

10. A gaming machine as claimed in any one of claims 6 to 8 wherein each hand is dealt from its own separate deck.

11. A gaming machine as claimed in any one of claims 6 to 10 wherein the display means is arranged to display an additional card associated with one or more of the players hands, the additional card providing bonus options or additional winning options when compared with the players respective hand.

12. A gaming machine as claimed in claim 11 wherein the additional card changes from game to game and indicates a particular card or card value to be considered wild for that game.

13. A gaming machine as claimed in claim 11 wherein the additional card can be optionally used by the player in place of any card in the hand or hands with which the additional card is associated to enhance the hand.

14. A gaming machine as claimed in claim 11 in which the additional card indicates a suit for which a flush will pay a bonus prize over and above the prize normally paid for a flush.

15. A gaming machine as claimed in claim 11 in which the additional card is drawn from the same deck as the player hand.

16. A gaming machine as claimed in claim 11 in which the additional card is drawn from a separate deck to the deck from which the player hand is drawn.

17. A gaming machine as claimed in claim 11 wherein the machine provides a player operable selection means arranged to select the number of hands on which the player will bet.

5 18. A gaming machine as claimed in claim 11 wherein the player may make multiple bets on each hand being a winning hand prior to the hands being drawn.

19. A gaming machine as claimed in claim 11 wherein the machine includes a touch sensitive screen and the player controls the player operable selections by touching predetermined regions on the touch screen.

10 20. A gaming machine as claimed in any preceding claim wherein the machine is a slot machine.

21. A gaming machine as claimed in any preceding claim and substantially as hereinbefore described with reference to and as shown in the accompanying drawings.

15

Dated this thirteenth day of November 1997

ARISTOCRAT LEISURE INDUSTRIES  
PTY LTD

Patent Attorneys for the Applicant:

F.B. RICE & CO.

### ABSTRACT

A gaming machine having display means, and game control means arranged to control images displayed on the display means is disclosed in which the game control means are arranged to play a card game in which a single hand is randomly chosen from a deck of cards and the chosen hand is displayed on the display means. The card game, which is typically poker, includes a draw feature in which the player selects the cards which the player wishes to keep in the chosen hand discarding the rest, the machine dealing new cards to replace the discarded cards, with the resultant hand being compared with predetermined winning hands to determine if the game is a winning game, and if the hand is a winning hand, the machine pays a prize. The game's characterising feature is that once a hand has been randomly chosen and the player has discarded the cards which the player does not wish to keep, the machine is arranged to allow multiple draws of new cards in combination with the same cards kept in the chosen hand to create a plurality of resultant hands for comparison with the predetermined winning hands.

Fig 3

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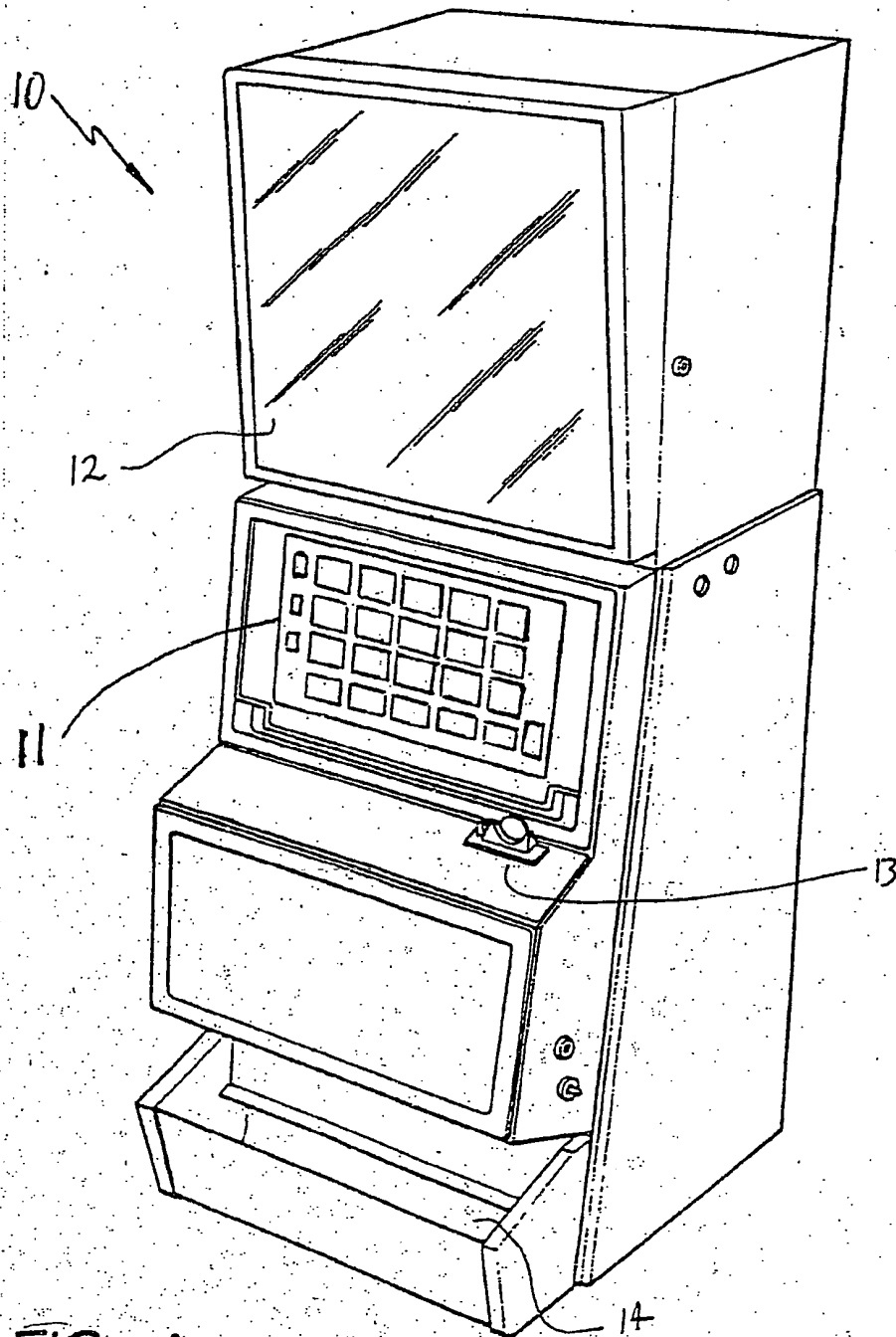


FIG. 1



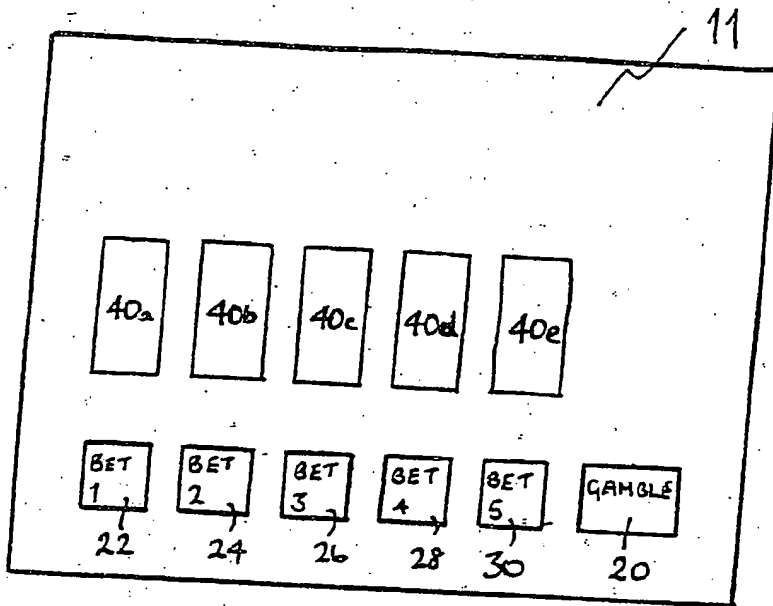


FIG. 1

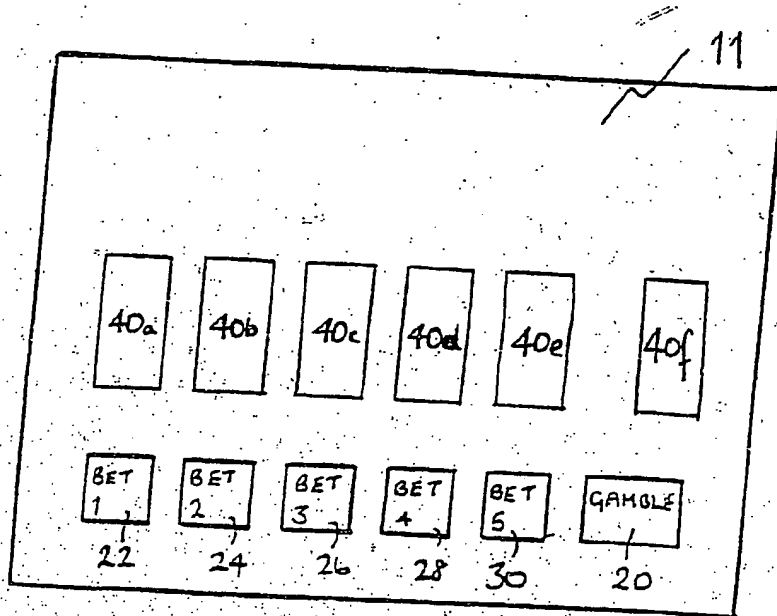


FIG. 4

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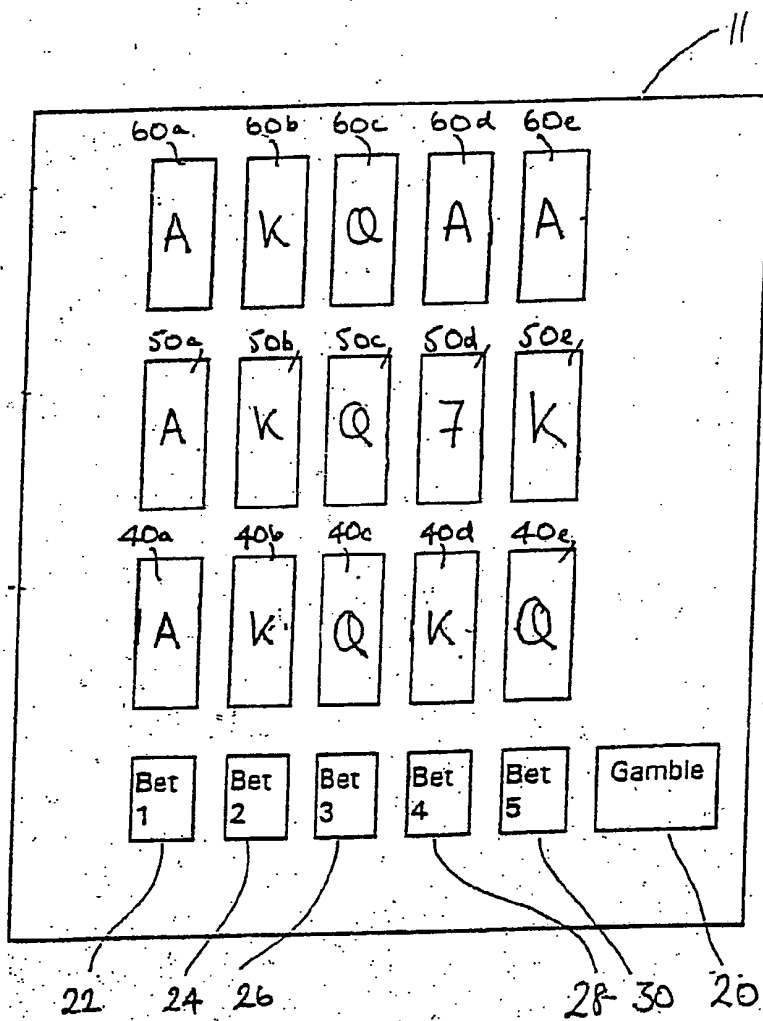


FIG 3

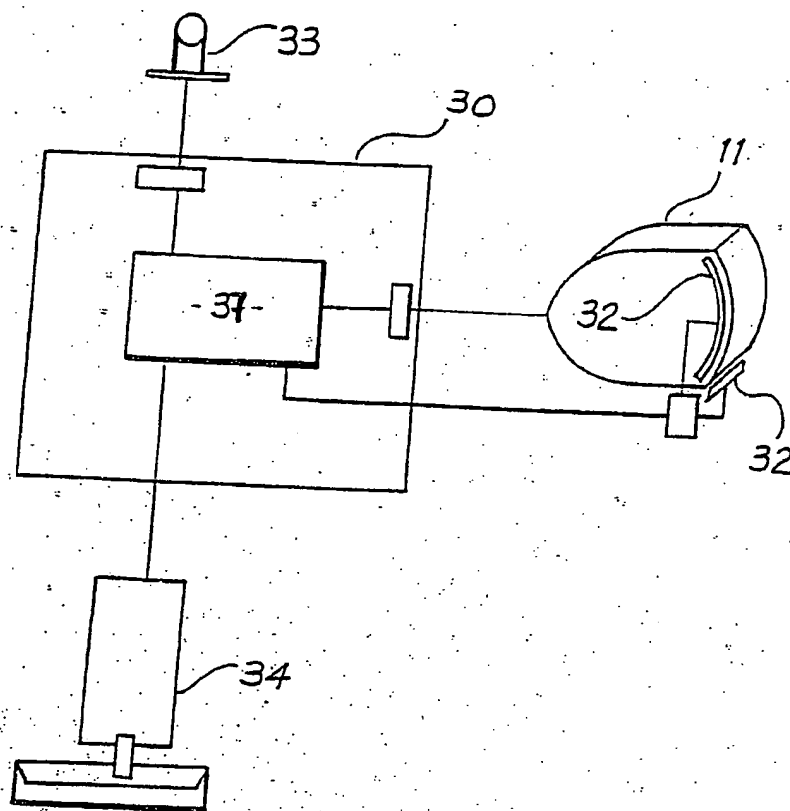


FIG. 5

10130) 1007/1007 (US70)

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